



Warrior Hockey Event Guidebook

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GENERAL INFORMATION

The USA Hockey Warrior Hockey Classic and Warrior Hockey National Championship each feature over 30 teams. Please read the information below carefully, as it contains important details regarding the event.

FACILITIES

Event Locations are posted on the USA Hockey website - <https://www.usahockey.com/disabledhockeyevents>

TOURNAMENT START DATES AND TIMES

USA Hockey publishes the start date and time of every event. It is expected that all teams are on-site and ready to play at that time. Teams that are not available to play by this date and time are subject to forfeit. Please review the FORFEIT section for more information.

GAME STREAMING/REMOTE VIEWING

USA Hockey TV will stream all games live and on demand at www.usahockeytv.com (National Championship only). Local broadcast and streaming are prohibited for all USA Hockey National Events (Classics and Championships). This includes all spectators using cell phones or other devices to record or stream the games.

TEAM CHECK-IN

All players, referees, coaches, and managers are required to be properly registered with USA Hockey.

To be eligible, every player must have been discharged under "Honorable" conditions with the ability to provide official documentation from at least one of the six branches of service (Army, Air Force, Navy, Marine Corps, Coast Guard, Space Force) and/or their respective Reserve and/or National Guard components. Official documentation from the Department of Veterans Affairs is also acceptable, provided it shows "Honorable" character of service. Any exceptions must be approved by the USA Hockey Disabled Hockey Section.

Players must also meet one of the following criteria for eligibility:

1. Players must possess a minimum of 10% combined service-connected disability through a Department of Veterans Affairs evaluation and show an "Honorable" character of service designation. Players must be able to provide the Department of Veterans Affairs' benefit letter, which shows this information.
2. Players who are recipients of a Purple Heart Award are eligible regardless of their current Department of Veterans Affairs combined service-connected disability status but must have been discharged from the service. Players must be able to provide their Department of Defense issued Purple Heart Medal Award citation along with a DD214 showing "Honorable" service.
3. Proof of eligibility must be presented for verification before team check-in at USA Hockey events. Eligibility documentation will not be accepted on-site at an event. The USA Hockey Disabled Hockey Section Chairperson, in consultation with the Warrior Discipline representative, must approve any exceptions to this eligibility criterion in advance of participation.

4. Warrior Hockey is played utilizing Adult Hockey playing rules, including roster size (limited to 20 players).

Managers must check in their team at the registration table 1.5 hours before the team's first game. Check-in will include verifying the USA Hockey roster. USA Hockey National Championship patches are confirmed to be present for all players.

At check-in, team managers will collect participant gifts and will be asked to provide a cell number and email address for communication during the tournament.

The head coach must verify their team's roster and sign the electronic game scoresheet at least 15 minutes prior to every game.

NATIONAL CHAMPIONSHIP MANDATORY OPENING MEETING

An opening meeting via Microsoft Teams or Zoom will be held for all teams participating in the National Championship Tournament, prior to the start of play, at a time set by the on-site National Tournament Director. All participating teams are required to have their team manager in attendance. No one person may represent more than one team at this meeting unless the on-site Tournament Director grants prior approval. At the discretion of the National Tournament chair, failure to have the team manager present at the Opening Meeting shall result in the suspension of the head coach, as listed on the team's official roster, from that team's first game of the National Championship Tournament.

NATIONAL CHAMPIONSHIP MANDATORY TEAM PICTURES

It is required that the full team roster attending the National Championship Tournament have a team picture taken at the event by USA Hockey and the host's designated event photographer. See the Photography section below for more information.

No parent, sibling, spectator, or fan is allowed on the ice at ANY time to take photos or for any other reason.

ROSTER ELIGIBILITY

- USA Hockey requires that all teams be properly registered with USA Hockey.
- All players, coaches, and managers must be on the event's approved USA Hockey roster.
- All players must meet the minimum disability requirement and have had their disability verified as described above.
- Any team that plays a game with an ineligible player on the roster will forfeit the game.
- Ineligible players include any of the following:
 - A player who has not completed check-in.
 - A player who is not on the approved USA Hockey roster.
 - A player who does not have the Nationals patches affixed to their jerseys (National Championship only).
 - A player who has not completed disability verification.

CODE OF CONDUCT/ON-ICE PLAYING RULES

The official USA Hockey playing rules shall be used. No protests shall be permitted on the playing rules. Warrior Hockey adheres to USA Hockey's Adult Hockey Rules. These can be found in the Official Playing Rules at www.usahockey.com/rulesandresources.

The rules listed below in this Guidebook supersede the Official Playing Rules for Hockey. -

- There is a zero-tolerance policy for fighting. All fighting penalties assessed by the referee will automatically suspend the player(s) for the following game. There are no appeals allowed for fighting penalties.
- Body checking is not allowed. Body contact is allowed.
- Slap shots are allowed.
- The red line will be used for automatic icing.
- All players on the roster must play in at least one preliminary game to be eligible for playoffs or championship games.
- Players may only play on one team in the tournament, except for goaltenders, who may be an exception with the prior approval of the Tournament Director.
- Any team that willingly forfeits a game they are scheduled to play will not be eligible for semi-final or championship games in the event and may face ineligibility at future USA Hockey events.

DISCIPLINE AND RESOLUTION COMMITTEE

Any issues (discipline, protests, special considerations, requests for deviation from any rule, reports of a broken rule) that arise during the National Championship or Warrior Classic should immediately be brought to the attention of the Tournament Director and staff. The issue will then be turned over to the Discipline and Resolution Committee (D&R).

The Discipline Committee for the National Championship and Warrior Classic Tournaments shall be composed of four (4) people and be appointed prior to the first game by the on-site Tournament Director. Its members shall not come from the same community. Three (3) of the four (4) Discipline committee members, as appointed by the onsite Tournament Director, shall serve to hear a discipline case. The referee-in-chief, or their appointee, shall not be eligible to serve on the Discipline Committee but may provide feedback as requested by the Committee.

The Discipline Committee shall be responsible for determining whether any action, suspension, or other action is to be imposed against a player or team official to be served during the tournament.

The Discipline Committee shall have the authority to initiate action involving supplementary discipline against a player or team official, whether it involves the playing rules. No suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.

The Discipline Committee shall have full power to waive or increase the one- or two-game suspension imposed in Rule 404(b), Game Misconduct. The on-site directors will review video footage of all game misconducts. However, there shall be no hearing for a game misconduct (or for player or coach suspension under Rule 401(b)) unless deemed necessary by the Discipline Committee.

The Discipline Committee shall hold a hearing on any match penalty prior to the team's next game.

If deemed necessary by the Discipline Committee, the use of video in hearings is permitted, but it must be provided solely by the USA Hockey contracted vendor for that event.

If a player receives a major penalty during the National Championship or Warrior Classic Tournament, the Tournament Referee-in-Chief shall communicate with the Discipline

Committee, and the Discipline Committee shall ensure compliance with the progressive suspension rules (USA Hockey Rules 411 and 615.f) after the game is completed and shall notify the team of any supplemental discipline prior to the team's next game.

All actions taken by the Discipline Committee as a result of incidents occurring at the Championship or Classic must be reported within five (5) days to: the National Championship or Warrior Classic Tournament chairperson, and the respective affiliate(s).

The National Championship and Warrior Classic Discipline Committee shall review all match penalty incidents assessed under USA Hockey Rule 601(e)(3). The Committee shall determine the resulting suspension and eligibility of any player or coach and any discipline that may extend beyond the applicable tournament shall be referred to the applicable Affiliate.

All suspensions incurred prior to the National Championship shall be served beginning with the next regularly scheduled game of the championship schedule. In no case may such suspension(s) be served in a game occurring outside the championship playoff schedule by scheduling a game not included in the national playdown configuration and having the player sit out that game (applicable to the National Championship only).

The National Championship and Warrior Classic Discipline Committee's authority shall be solely to determine eligibility to participate in the applicable tournament, and any discipline that may extend beyond the applicable National Championship and Warrior Classic shall be referred to the applicable Affiliate.

COMPETITION COMMITTEE

The Competition Committee consists of three USA Hockey representatives: the National Warrior Hockey Discipline representative, the USA Hockey Disabled Disciplines Manager, and the USA Hockey Disabled Section Chair. The Competition Committee will review the outcomes of games for tier divisional round placement, meet with one team representative, and handle any requests for backup goalies.

GAME FORMAT

- 1 hour 15-minute ice time slot
- One 3-minute warm-up prior to the game start
- Three 15-minute stop-time periods
- 1 minute between periods
- 2-minute Minor, 5-minute Major, 10-minute Misconduct
- 1 (60) second time-out per team
- Running clock in 3rd period with a +6-goal difference
- Tag-up offsides
- Immediate icing
- Overtime (see below)
- Curfew

In the event a game is delayed for any reason, a time adjustment must be made to the 3rd period. At the stoppage of play, with the nearest five (5) minutes left in the allotted ice time, if the game time is not less than 3:00 minutes, the referee shall have the scorekeeper reduce the game clock to 2:00 minutes plus the remaining seconds and continue the game with stop-time. The Scorekeeper must confirm that this curfew rule is enacted with the officials prior to the start of the third period, so

the officials can inform both benches. If a game ice slot is impacted by a late-running game immediately prior to this game, the use of the curfew rule will be confirmed by the Tournament Director before the start of the game.

OVERTIME PROCEDURES

In Round Robin/Playoff games that are tied at the end of regulation time, the overtime period is a 3-on-3, 3-minute sudden-death period. If the game is still tied, it advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

In Championship games, which are tied at the end of regulation time, the overtime period is a 4 v 4, 3-minute sudden-death period. If the game is still tied, it advances to a 3-player shootout. The winner of the shootout will be credited with one additional goal in the final score.

SHOOTOUT PROCEDURES

A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring.

- The home team shall have the choice of whether its team will shoot first or second.
- All goalkeepers and players from both teams listed on the official game sheet are eligible to participate in the shootout.
- No goalkeepers may shoot in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with three (3) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- If the shootout score remains tied after the shootout, a sudden-death shootout will be held.

Sudden-Death Shootout

A sudden-death shootout is defined as each team attempting a shot. If one team is successful and the other team is not, the successful team shall win the shootout.

- The teams will shoot in the same order during the sudden-death shootout as they did during the original previous round shootout.
- Teams will select their shooters to participate in the sudden-death shootout in any order, regardless of whether they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden-death shootout.
- Players in a sudden-death shootout shall not be allowed to take another shot until two different individual teammates have completed their attempts.
- All goalkeepers and players listed on the official game sheet for both teams are eligible to participate in the shootout.
- No goalkeepers may shoot in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to

participate in any portion of the shootout procedure(s) and must remain in the penalty box.

- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken, indicating the players, goalkeepers, and goals scored.

FORFEITS

Teams that forfeit a game due to ineligible players (see Roster Eligibility section) will not be eligible to advance from any tie-break situations that may arise.

Any team that willingly and explicitly forfeits a scheduled game will be deemed ineligible for semi-final and championship games in this event and may face further ineligibility at future USA Hockey events.

Teams are required to be on-site at the prescribed date and time for their games. Any team that does not arrive on-site in time for their games will be subject to a game forfeit. USA Hockey publishes the expected arrival times for teams to be present for their first game, and these times will be used to determine whether the team arrives after the prescribed time. Extenuating circumstances (such as unavoidable travel delays) shall be reviewed by the Competition Committee.

METHOD OF DETERMINING A WINNER

During the preliminary rounds, each team will be awarded three (3) points for a win in regulation, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout, and zero (0) points for a loss in regulation.

TIE BREAKERS

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie-breaking rules listed below. If, at any point during the application of the tie-breaking rules, any or all teams can be seeded higher or lower than the seeded teams, they will be placed in their new positions in the standings. The tie-breaking process will then begin at Step 1 for any teams that remain tied.

NOTE: If all tied teams have not played each other, the tie-breaking process will begin at Step 2. The tie-breaker rules are as follows:

Step 1: The results of only the head-to-head games played between the tied teams in the following order:

- a) Most points earned.
- b) Most total wins (whether in regulation, overtime and shootout).
- c) Most regulation wins.
- d) Differential - Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
- e) Quotient - Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero (0). Where two or more teams

have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."

- f) Most periods won - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.

If all tied teams have not played each other, the tie-breaking process begins at **Step 2**. For teams that began the tie-breaking process in Step 1, if after applying the formulas of 1 a, b, c, d, e, or f, the tie still exists, continue to Step 2.

Step 2: The results of all the games played by the teams tied in the following order.

- a) Most total wins (whether in regulation, overtime and shootout).
- b) Most regulations wins.
- c) Differential - Subtracting goals against from goals for in these games, the positions being determined in order of the greatest surplus. A maximum goal differential of plus or minus eight (8) per game will be used in tie-breaking rules.
- d) Quotient - Dividing the goals for by the goals against in these games, the positions being determined in order of the greatest quotient. If a game has a goal differential of more than eight (8) goals, the goals for will be decreased until there is a maximum of eight (8) more than goals against in a given game prior to dividing (i.e. 10-1 game would use 9-1 for purposes of quotient). A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for."
- e) Most periods won - In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
- f) Lowest number of penalty minutes - Calculate the number of penalty minutes accrued during all preliminary round games. The teams shall be ranked low to high in ascending order of "penalty minutes for."
- g) Quickest First Goal - The team that scores the quickest goal in their preliminary round games shall be ranked highest.

If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

JERSEYS

The home team will wear dark jerseys and the Away team will wear light jerseys. If the team does not have both jerseys or the colors are too similar, we ask the coaches and captains of each team to work together to determine who is wearing the dark and light jerseys prior to each game. All players must have a unique jersey number submitted prior to the start of the tournament. This number must remain consistent throughout the tournament. Teams are not allowed to use the same number for two players on the same team. All players must have National Championship patches affixed to the jerseys (National Championship only).

WARMUP PUCKS

The tournament will provide warm-up pucks.

WATER BOTTLES

Teams must provide their own water bottles.

MEDICAL PERSONNEL

Athletic trainers and limited medical staff will be available to treat and assess minor incidents.

PHOTOGRAPHY

Professional photography packages are available for purchase. At the National Championship, team photos will be taken on the ice immediately prior to the team's first game. The photographer will be on-site for the purchase of packages, individual photos, etc.

Only approved and credentialed media representatives will be allowed to take photos or videos during the event. No professional photography or videography by individuals without proper credentials will be permitted. No spectator is to bring a video camera, DSLR camera, or other professional equipment into the rink. Due to insurance regulations at each rink, only credentialed media representatives will be permitted on the ice for photography purposes.

**Spectators are not allowed to take photos on the bench or stand near the rink doors.
Spectators are only allowed to take pictures with their phones from stands.**

MERCHANDISE/APPAREL

Merchandise and apparel will be available for sale during the event.